

911 FIRE

CITY
FIRE DEPT.
RESCUE

TM



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Installation

Automatic Installation –

Insert the CD into your CD-ROM drive. The program will automatically launch. Click on the **Install** button and follow the installation instructions on the screen.

Manual Installation –

If the Autorun feature is disabled, select **Run** from the **Start** menu. Type **D:\Setup** (where D: is the letter of your CD-ROM drive) and press the **Enter** key. Follow the installation instructions on the screen. Be sure to select **Yes** if you want to have a 911 Fire Rescue icon placed on your desktop.

Note: If your CD-ROM drive is not D:, use the appropriate letter.

DirectX 8 or later is required to run 911 Fire Rescue. DirectX 8 is included on the 911 Fire Rescue CD, and you are given the option to install it. If you know you already have DirectX 8 or later installed, you may skip this step. If you are not sure which version of DirectX you have installed, proceed with installing DirectX 8. Be sure to restart your computer after installing DirectX. If you decide at a later date that you want to install DirectX 8, insert the CD into your CD-ROM drive. Select **Run** from the **Start** menu, type **D:\directx\dxsetup** (where D: is the letter of your CD-ROM drive) and press the **Enter** key.

Starting the Game

Automatic Start

Insert the CD into your CD-ROM drive (required). The program launcher will automatically display. Click on the **Launch** button to start the game.

Manual Start

1. Insert the CD into your CD-ROM drive (required).
- 2a. Click on the 911 Fire Rescue icon, or
- 2b. Select **Programs** from the **Start** menu. Point to the 911 Fire Rescue program group, then select on the 911 Fire Rescue icon. The program will launch.

Main Menu

The Main Menu has the following options:

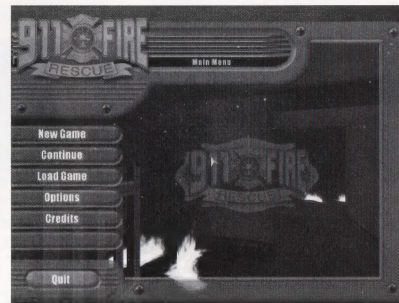
New Game	Start a game with a new player or player name
Continue	Play the game using the last player name played
Load Game	Play the game, selecting from any of the player names
Options	Customize the game's Graphic, Audio, and Control options

Credits

View the game's credits

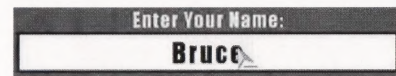
Quit

Exit the game



Playing the Game

To play 911 Fire Rescue, you must first enter your name. Select **New Game** from the Main Menu to go to the **Choose Fire Fighter** screen. Enter your name (18 letters maximum) in the window below the fire fighter image. There are 3 images you can select to represent your character. These images only appear on this and the Load Game screens, not in the game.



Once you have entered your name, click on the **Done** button. You are brought to the **Choose Mission** screen. Using the scroll arrows, you can select which mission you want to attempt. The first two training missions are available to play when you first start; the remaining missions are locked. As you successfully complete missions, the locked missions become available.



Mission Successfully
Completed



Mission Not Completed



Mission Locked Out

Select **High Scores** to view the 10 highest scores for that mission. Select **Choose Mission** to leave the High Score screen and return to Choose Mission screen. Select **Done** to load the mission you have selected, or **Back** to return to the Choose Fire Fighter screen. Note: you can also select the Done or Back buttons while the High Score screen is displayed.

Once you have selected a mission, you will receive an audio and text dispatch message. Click on the Go button in the lower right corner of the screen to start the mission. You do not have to wait for the audio to finish playing – it is the same as the text.

Movement

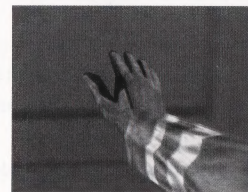
Once you are at the fire scene, you must extinguish all fires and rescue any victims you encounter. Lighting will be poor, so you will have to explore every room in your search for victims. You can move around the fire scene using both the keyboard and mouse or just the keyboard. The default movement keys are:

Forwards	W	Look Up	Insert
Backwards	S	Look Down	Delete
Strafe Left	A	Look Left	Left Arrow
Strafe Right	D	Look Right	Right Arrow
Run	Right Shift	Crouch	Left Control

You can use the mouse to look up, down, left, and right.

As you move through the House and Office missions, you will have to open various doors. Use the right mouse button to open them.

When you right click on a door, you first check to see if the door is hot (indicating a fire behind it) before you actually open the door.



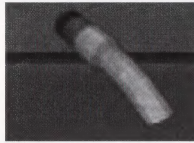
Equipment

Your primary weapon in putting out fires is water. For House and Road missions, your Truck Hose provides you with an unlimited supply of water. For Office missions, you will find internal Level Hoses to provide the same.

You also have Portable Hose that allows you to use a foam agent to extinguish fires. This is useful for oil and grease fires, and for use in Office missions until you find the internal hose.



Truck Hose



Level Hose



Portable Hose

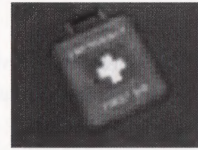
In certain missions, you will also find portable CO2 fire extinguishers. These can be used to put out most types of fires.

If you take damage from heat (too close to the fire) or smoke (carbon monoxide, carbon dioxide, or other toxic fumes), you can use First Aid Kits to heal the damage.

To prevent you from taking damage from smoke, you have a limited Oxygen supply. To conserve oxygen, use the Crouch key to drop closer to the ground, where the air is better.



CO2 Extinguisher

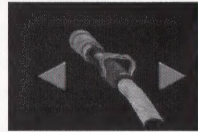


First Aid Kit



Oxygen Tank

You can scroll through your inventory by using the next and previous item keys ([and] by default). As you toggle through your inventory, a graphic of each item is displayed.



To use any of your equipment, use the left mouse button. Note: You can only cycle through the equipment you have for that mission, or that you have picked up during that mission. Not all missions have level hoses, first aid kits, and CO2 extinguishers in them.

Help

The **Help** Menu gives a summary of your **Inventory Items**, general **Goals and Objectives** and a brief description of the various **Types of Fires**. For more detailed help, select **Programs** from the **Start** menu. Point to the 911 Fire Rescue program group, then select on the Help icon.

Options

Under the **Options** menu, you can adjust your **Graphics**, **Sound**, and game **Control** settings. You can experiment making changing to various settings to see how they impact the performance of the game. To undo any changes, select the **Cancel** button. To restore the original settings on either Control screen, select the **Use Defaults** button. Any changes you make to the Graphics page will not take affect until you exit and restart the game. Any changes to the Sound or Control pages will take affect when you select the **Accept** button.

There are two control sets under the Control option. To switch between sets, click on the set number. To change a setting, click on it and press the new command key. If you enter a key that is used by another command, that command will become unassigned.



Scoring

The scoring in 911 Fire Rescue is based on several item: time remaining, health remaining, inventory remaining (foam, oxygen), and victims rescued. As you proceed through the missions, the value of the time remaining increases, allowing even higher scores. The challenge of 911 Fire Rescue is to be the “Top Nozzle” - the number 1 firefighter. The top 10 scores for each mission are kept in the High Score table. Only scores for successfully completed missions are added to the High Score table.

Rankings for scores are as follows:

1 – 10000	Crew
10000 – 19999	Captain
20000 – 29999	Battalion Chief
30000 – 39999	Fire Chief
over 40000	Hero

If you complete a mission as time is running out, you may see the mission results tell you that you failed, but on the Choose Mission screen, you are credited as passing the mission. This happens because of the audio lag either telling you the last area is clear or the last victim needs evacuation. Since there was no time left, the score tabulator evaluates the mission as a failure, but since you fulfilled the mission requirements, the mission unlock controller gives you credit for passing the mission. When this happens, your score is not included in the High Score table.

Types of Fires

All fires are composed of three elements: fuel, heat, and oxygen. These elements are referred to as the **Fire Triangle**. If you remove any one of them, the fire will go out. Water is used in fire fighting to remove the heat element. It is the preferred fire fighting agent because once the heat is removed from the triangle; it is difficult to replace it and have the fire re-flash. Foam and CO2 are used to remove the oxygen element. They smother the fire without removing the heat, which can lead to the fire restarting with a renewed oxygen supply. Closing a fuel valve or turning off electricity removes the fuel element.

Modern fire fighting classifies fires by the type of burning material. This determines what extinguishing agent to use to put out the fire. Class Alpha fires are those that leave ashes, such as wood, paper, furniture, etc. This is the most common type of fire. Water is the primary agent used to fight Class Alpha fires, but foam and CO2 can be used as well.

Class Bravo fires are oil and grease fires. Foam is the preferred agent, with CO2 being useful for smaller fires. Water is not used to extinguish Class Bravo fires. Because the fire's fuel floats on top of the water, using water only spreads the fire over a wider area.

Class Charlie fires are electrical fires. Spraying water on a live electrical panel is extremely dangerous. You must first cut off the electricity. Once that is done, all that remains is the burning insulation, which is treated as a Class Alpha fire.

Class Delta fires are special metals fires, such as phosphorus and magnesium. These fires are unique in that when they burn, they create their own oxygen, making it impossible to smother. In addition, they burn at such a high temperature that it is extremely difficult to cool them down.

In 911 Fire Rescue, you will face mostly Class Alpha and Bravo fires, with a couple of Class Charlie fires. There are no Class Delta fires.

Hints

General

Don't get too close to the fires. In addition to taking damage from the heat, you reduce the effectiveness of the foam and water-extinguishing agents. The CO2 portable extinguisher is the only one that works best up close.

Conserve your oxygen. You only have a limited air supply; only use it when necessary. If you start coughing, put it on until you have cleared that room.

Conserve your foam supply when using the portable foam tank. Toggle the hose on and off rapidly and wave it from side to side to maximize the sprayed area.

Don't spray in one place. Move the hose from side to side, or use the strafe left and right keys to maximize the sprayed area.

If the game does not stop, you haven't finished yet. Go back and look for smoldering fires and unconscious victims. The victims are randomly placed. Just because there wasn't a victim in a room the last time you attempted a mission doesn't mean there won't be one there this time.

You only need to right click an item once to use it. Whether it is opening a door, picking up an item, or checking on a victim, only click once.

House Missions

Most homes have portable extinguishers somewhere in the house in case of fire. You may need to find them to finish some of the later missions.

When Class Charlie fires are present, your first priority should be to cut the power. Most homes have the circuit breakers in the basement.

Office Missions

Your portable foam tank has a limited supply of foam. Find the building's internal fire hose (level hose) as soon as possible to conserve your foam. They are usually located in the elevator core, but they may be located somewhere else. They are always located in a square case on the wall – you may not be able to read Fire Hose in the dark, but you can tell by its shape that that's what it is. Right click on the box to open it. After it opens, the hose will automatically change to the level hose.

Some offices have so many cubes, it seems like a maze. To keep your bearings, always turn in the same direction. If you keep turning right, or keep turning left, you will always make it around. The hardest part to this is when you are proceeding along the right hand wall and you see a fire in a room on your left. Most of the time, if you put out the fire you will then put the wall on your right and wind up retracing your steps.

When Class Charlie fires are present, your first priority should be to cut the power. Most businesses have the circuit breakers in the basement.

Road Missions

Your portable foam tank has a limited supply of foam. Use it sparingly by toggle the hose on and off rapidly and wave it from side to side to maximize the sprayed area. For large areas of fire, try using the truck hose. Not all of the fires are burning oil, so that can help conserve foam for the oil fires.

Some missions allow you to use the truck hose, giving you an unlimited supply of foam. You can use foam to put out grass fires as well as oil fires, so you do not need to change extinguishing agents in those missions.

You do not need to climb over the guardrails to extinguish grass fires – the water or foam spray will reach far enough to put them all out. You may find it easier to extinguish such fires by waving the spray over a small area, instead of trying to work the entire side of the road at once.

If the game does not stop, you haven't finished yet. Go back and look for smoldering fires under cars and unconscious victims inside of them.

Troubleshooting

DirectX

911 Fire Rescue requires a DirectX 8 or later to run properly. If you are having video problems, check for the following:

You do not have DirectX 8 or later installed.

The latest version, DirectX 8, is included on the 911 Fire Rescue CD. To install DirectX 8, select **Run** from the **Start** menu. Enter **d:\directx\dxsetup.exe** (where d: is your CD drive) in the **Open** window and press the **Enter** key. Follow the instructions on the screen. Be sure to reboot your system after installing DirectX 8.

Your video drivers are not DirectX certified.

Run the DirectX diagnostic program to verify you have certified drivers. To run the diagnostic program, select **Run** from the **Start** menu. Enter **c:\program files\directx\setup\dxdiag.exe** in the **Open** window and press the **Enter** key. Click on the **Display** tab to see if your video drivers are certified. If they are not, you need to update them from the video card manufacturer.

Technical Support (U.S. & Canada)

Assistance Via World Wide Web

Get up-to-the-minute technical information at the WizardWorks web site, at: <http://www.wizworks.com>. Through this site you'll have access to our **FAQ** documents, (Frequently Asked Questions) which contain our latest troubleshooting information. You'll have access to our **FTP** (File Transfer Protocol) area where you can download patches and new enhancements as soon as they become available, and an **E-Mail** area where you can leave us your tech support problems and questions if you do not find your answers in the **FAQ** information.

Help Via Telephone/Fax Or Mail In The United States & Canada

For phone assistance, call WizardWorks' Tech Support at **425-398-3051**. We have an **Interactive Voice Response** and **Faxback** system that is available twenty-four hours a day, seven days a week. If you should need live support, we are available Monday through Friday, 8:00 AM until 6:00 PM (PST). We ask that you do the following when calling: be at your computer; have your system information ready for our technicians, including system make and model; RAM; video and sound card data and drivers; and any screen error messages you've encountered and where (if not currently displayed on your screen. It will expedite your handling significantly. You may also fax in your Technical Support questions or problems to: **425-806-0480**, or write in your questions to the address below.

Product Return Procedures In The United States & Canada

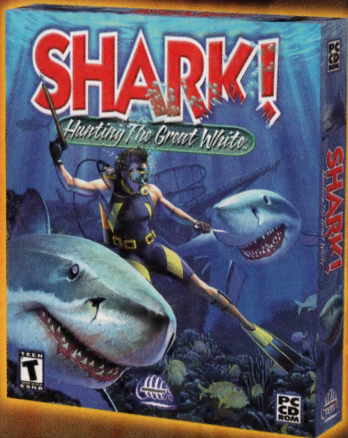
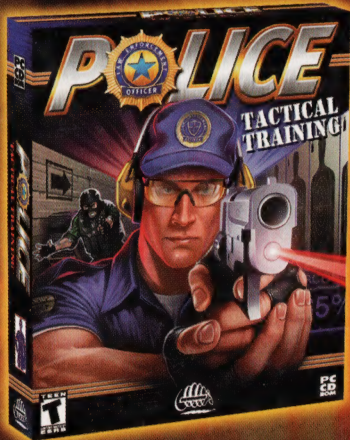
In the event our technicians at **425-398-3051** determine that you will need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied you by the technician and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Your mail should be sent to the following address:

WizardWorks
13110 NE 177th Place
Suite # B101, Box 180
Woodinville, WA 98072-9965
Attn: Technical Support
RMA#: (include your RMA# here)

Warranty Policy In The United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), WizardWorks will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging. If you do not have the original receipt, or if the warranty period has expired, WizardWorks will replace the product storage medium for a nominal fee.

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EVERYONE
Mild Violence

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